

UK's OFFICIAL
SEGA
COMIC



SONIC

THE COMIC

HEDGEHOG- MANAY!

COMPLETE
NEW
STORY

LIFT-OFF
WITH
AMY!

CHAOTIX!
THE CREW CONTINUE!

KNUCKLES!
HOME SWEET HOME!

DECAP!
MONSTER MASS!

SPIKER BADNIK!
PIN-UP!

£1.20 • No 68
5 JANUARY 1996



FORTNIGHTLY

CONTROL ZONE

Hey, Boomers!

My resolution for 1996 is not to listen to the humes-who-think-they're-in-charge! Would you believe that I'm sat here armed with a lump of coal (they insist it brings good luck for the New Year - anything to keep them quiet!). Before I'm affected by a touch of the Hogmanays, I'd like to thank all of you who sent in a Christmas card (far nicer than a lump of coal!). Now for what's in store in STC's first issue of '96 ...

The Crew continue in the Sonic story **Return of Chaotix**. The Decap Attackers reach the end of **Monster of the Year** - but never fear - they star in a teeth-chattering story next issue. **Knuckles** goes 'out with the old and in with the new'. **The Homecoming** reaches a grand finale, but a new **Knuckles** story begins in issue 69. You'll have noticed that she's back! Yes, **Amy** stars in the winter warming **Snow Business**.

There's also a party-on-down pin-up featuring **Spiker the Badnik**. Oh, and **Sonic** and co try out a few disguises in your own art page, **The Graphic Zone**. Right, I'm off for a spot of 'first footing' with **Sonic** (if only he'd slow down!). However, before I go there's one more thing ...

HAVE A MEGA NEW YEAR!

MEGADROID
& THE STC HUMES

Time Flies!

1995 whizzed past almost as fast as **Sonic** does! Not only did it prove to be a Sega-sational year for **Knuckles**, star of the **Chaotix 32X** game, but the **Chaotix Crew** were also a hit with you Boomers.

Sonic had his work cut out in **Sonic Drift Racing** and the release of the Sega Saturn caused a few oohs and aahs (as will future news on this multi-purpose 32-bit machine). What else happened ...

Sega presented STC with an award in recognition of standards of excellence in **Sonic** merchandise. Coo-el!



If you're wondering whether **Sonic** needs a rest after such a choca-filled 1995 - no sirree! There's a brand new **Sonic** game planned for 1996 and - well, you'll just have to keep reading STC and all will be revealed!

SEGA

CHARTS
COMPILED BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 NEW MORTAL KOMBAT 3
- 2 NEW MICRO MACHINES '96
- 3 ↓ FIFA SOCCER '95
- 4 ↓ PGA TOUR GOLF 3
- 5 ● MICKEY MANIA
- 6 ↓ BRIAN LARA CRICKET
- 7 ↓ CANNON FODDER
- 8 ↓ THEME PARK
- 9 RE NHL '95
- 10 ↓ RUGBY WORLD CUP 1995

MEGA-CD

- 1 ● GROUND ZERO TEXAS
- 2 ● SOULSTAR
- 3 ↑ MICKEY MANIA
- 4 ↑ BRUTAL: PAWS OF FURY
- 5 ● TOMCAT ALLEY
- 6 ↓ FIFA INTERNATIONAL SOCCER
- 7 ↑ EARTHWORM JIM
- 8 RE PUGGSY
- 9 ↓ NOVA STORM
- 10 NEW ROAD AVENGER

MASTER SYSTEM

- 1 ↑ ROBOCOP V TERMINATOR
- 2 ↓ MICKEY MOUSE 2
- 3 ● THE LION KING
- 4 RE JAMES POND 2 - ROBOCOD
- 5 ↓ DESERT STRIKE
- 6 RE ASTERIX AND THE SECRET MISSION
- 7 ↓ SONIC CHAOS
- 8 ↓ SONIC THE HEDGEHOG
- 9 ↓ STREETS OF RAGE
- 10 ↓ JUNGLE BOOK

GAME GEAR

- 1 ● STAR TREK: GENERATIONS
- 2 ● FANTASTIC ADVENTURES OF DIZZY
- 3 ↑ THE LION KING
- 4 ↓ STRIDER 2
- 5 ● DROPZONE
- 6 ↓ REN AND STIMPY
- 7 NEW C.J.'S ELEPHANT ANTICS
- 8 ↓ SONIC CHAOS
- 9 ● MICRO MACHINES 2
- 10 RE MORTAL KOMBAT 2

• EDITOR: **Robbie Tate**

• ASSISTANT EDITOR: **Andy Wong**

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• COVER: **Earl Hux**

• MANAGING EDITOR: **Richard Huxford**

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SONIC

THE HEDGEHOG

The Return of Chaotix

Part 2

Script:
MIGUEL KITCHING

Art:
RICHARD ELSON

Lettering:
ELISE DE'VILLE

THE CHAOTIX CREW HAVE
TURNED UP ON MOBIUS -
THEIR MISSION TO STOP
THE BROTHERHOOD OF
METALLIX.

HOWEVER, BY THE LOOK
OF THE MIRACLE
PLANET THEY MAY BE
TOO LATE.



FORKER, YOU
WERE ON THE MIRACLE
PLANET FOR A MONTH...
DIDN'T YOU KNOW
ABOUT THIS?



NO...



SO THE
METALLIX
EMPEROR WASN'T
DESTROYED AFTER
ALL, AND HE'S HAD
A MONTH* TO
CREATE NEW
METALLIXES!

* THE MIRACLE PLANET
ONLY APPEARS IN THIS
DIMENSION ONCE A
MONTH - MEGADROID



THERE'S
NO TIME TO
LOSE!

DON'T JUST
STAND THERE! LET'S
DESTROY THE BROTHERHOOD
OF METALLIX BEFORE IT'S
TOO LATE!

KEEP
YOUR SPIKES
ON, LITTLE
GUY!



HEADING TOWARDS THE MIRACLE PLANET...

BETTER
POWER DOWN,
OMNI-VIEWER. BUT
KEEP ON STAND-BY...
WE MIGHT NEED
YOU!

YOU GOT IT,
VECTOR!

WE CAN'T JUST
WANDER ONTO THE
MIRACLE PLANET... WE
NEED A PLAN!

PLANS ARE
FOR WIMPS!

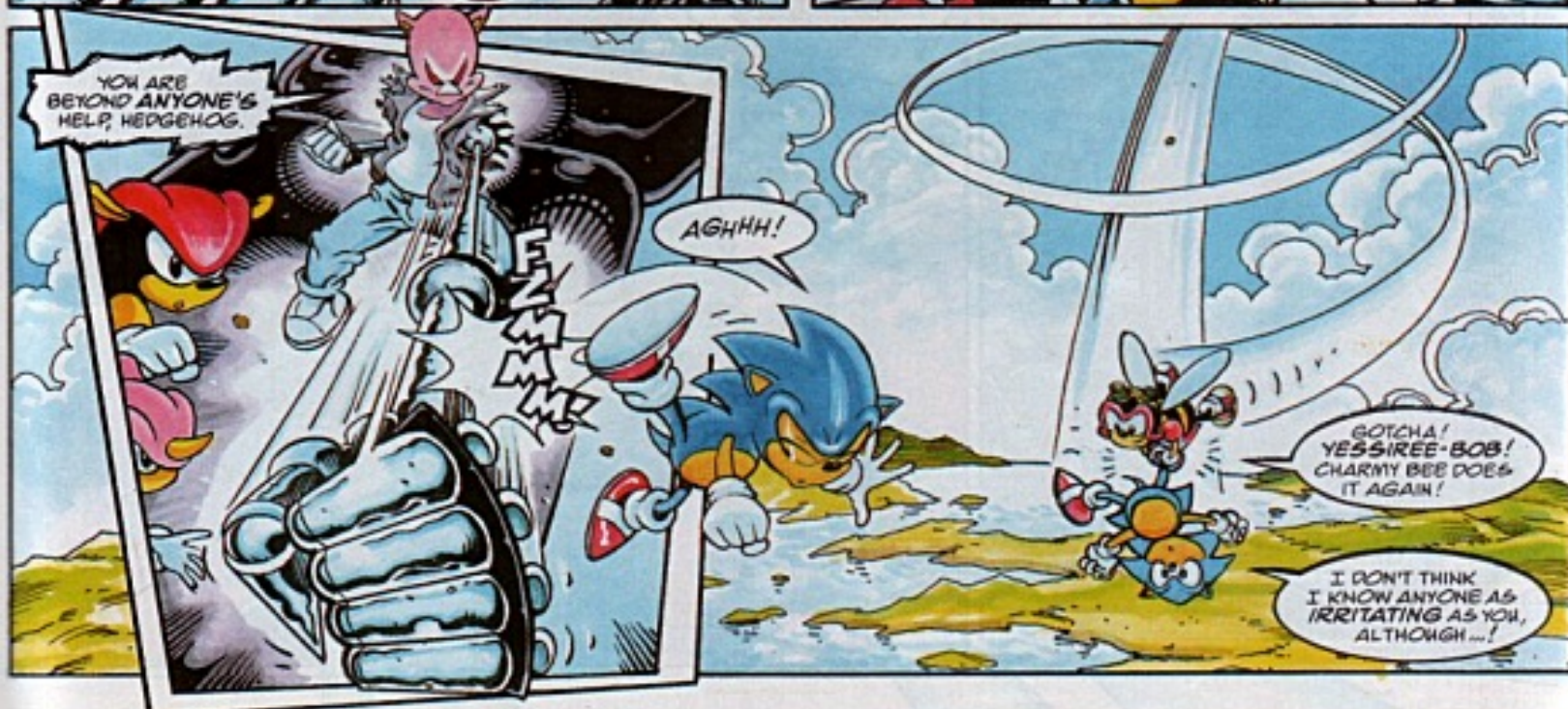
PORKER, YOU'VE
ONLY JUST RETURNED
FROM THE MIRACLE PLANET,
YOU DON'T HAVE TO...
HEY, YOU'VE HURT
YOUR ARM!

IT'S NOTHING! A
SLIGHT INJURY CAUSED
WHEN YOU SMASHED THOSE
TWO BADNIKS.*

C'MON
BUDDY, LET
ME TAKE A
LOOK...

WHAT THE...?

* SEE LAST ISSUE - MEGADROID.



MEANWHILE ...

LET'S SEE
HOW YOU MEASURE
UP AGAINST ME!

WHILE THE
METALLIX IS BUSY
WITH MIGHTY, I'LL USE
MY CHAMELEON POWER
TO SNEAK BEHIND
HIM!

YOUR STRENGTH'S
NOTHING TO ME!

BOKK!

ARGGHH!

I'LL ONLY GET
ONE CHANCE ...

BAKK!

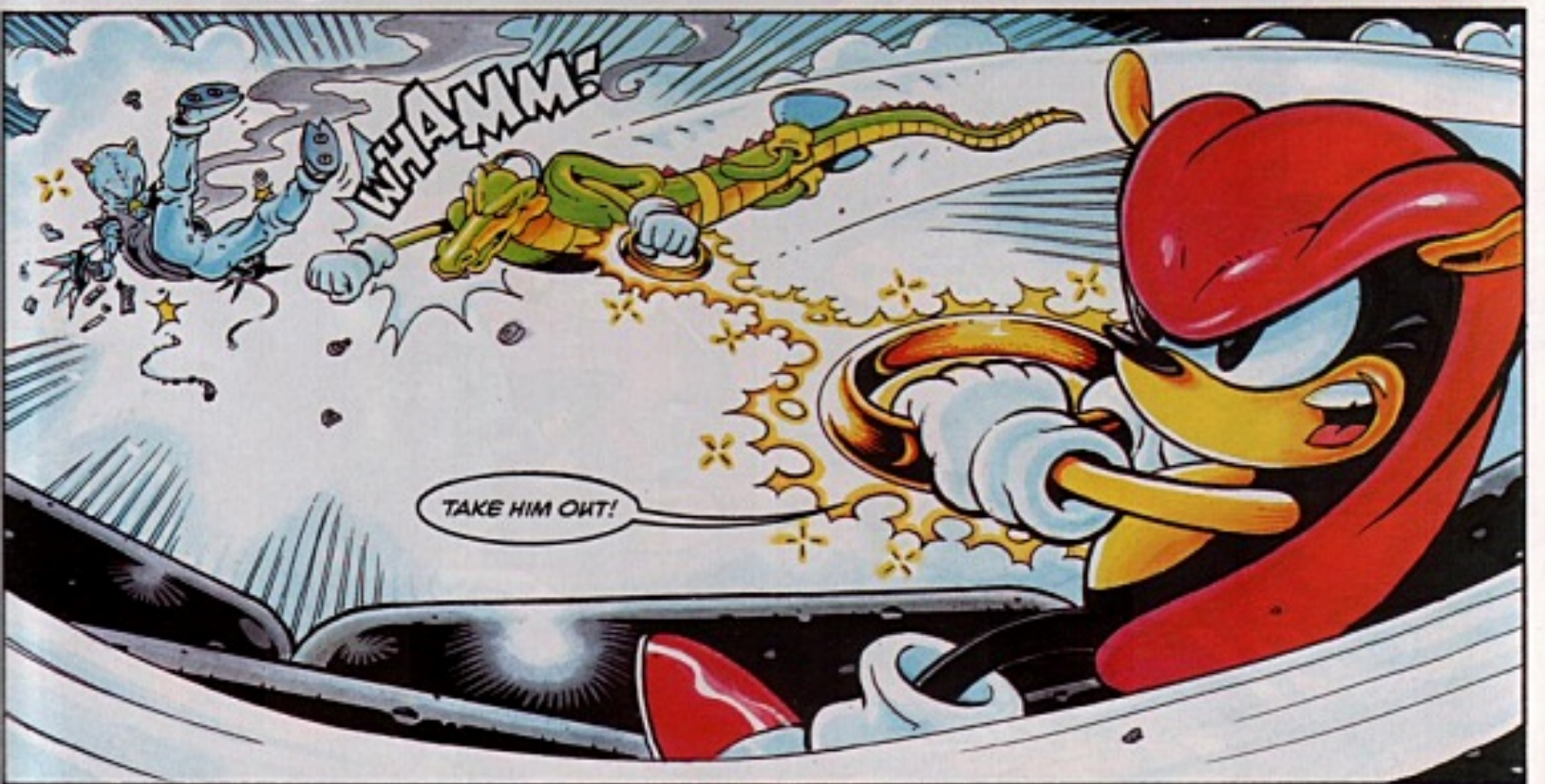
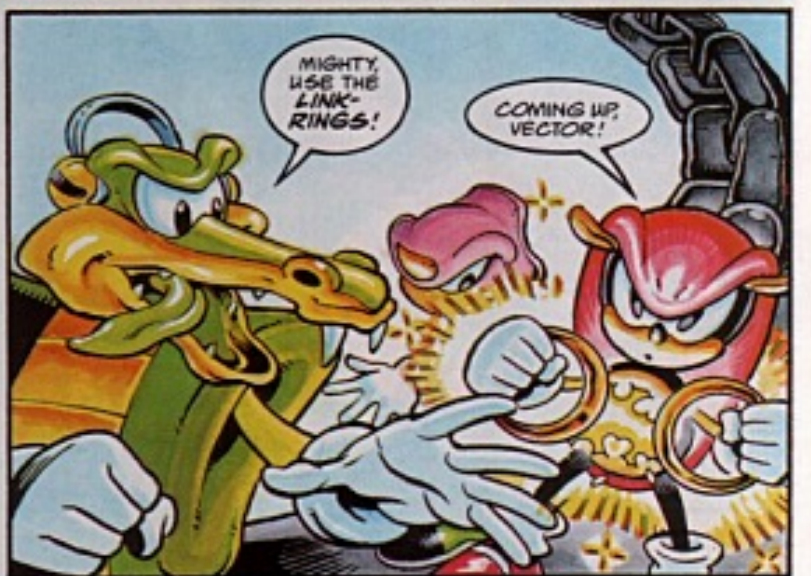
SO YOU THINK
MY HEAD IS A WEAK
SPOT?

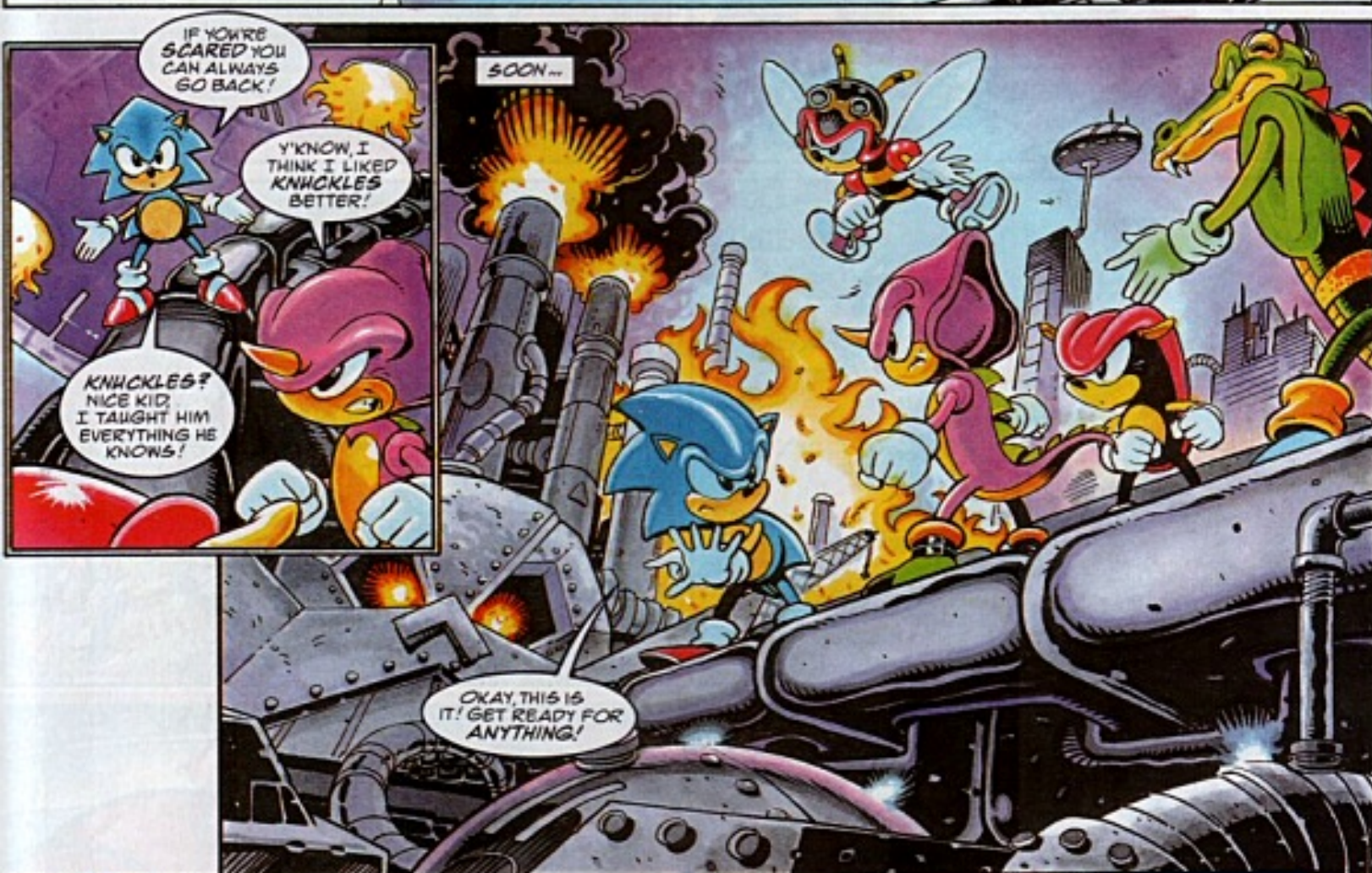
...WE
METALLIX
HAVE NO
WEAK-
NESSES!

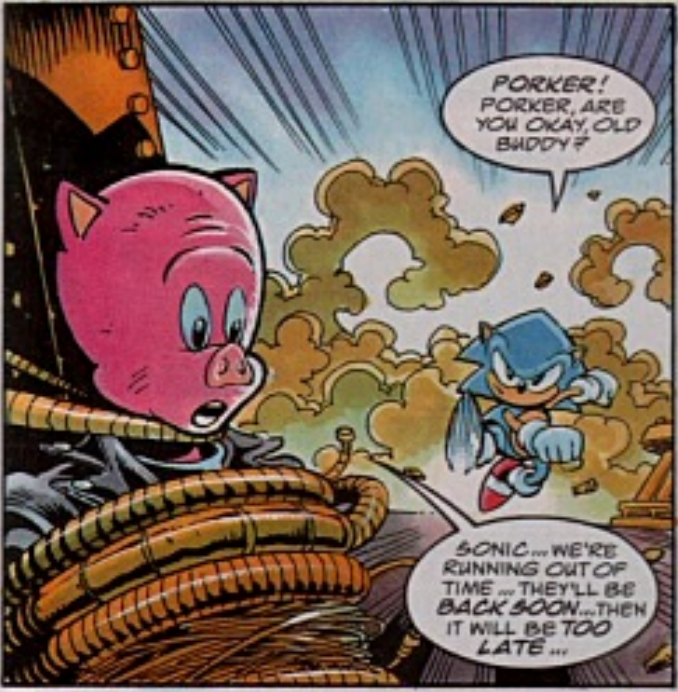
THUD!

I WILL NOT
PROLONG THIS
FARCE. IT JUST TAKES
A FEW SECONDS
TO GENERATE THIS
DEATH RAY ...

AND THEN
YOU WILL ALL BE
DESTROYED!

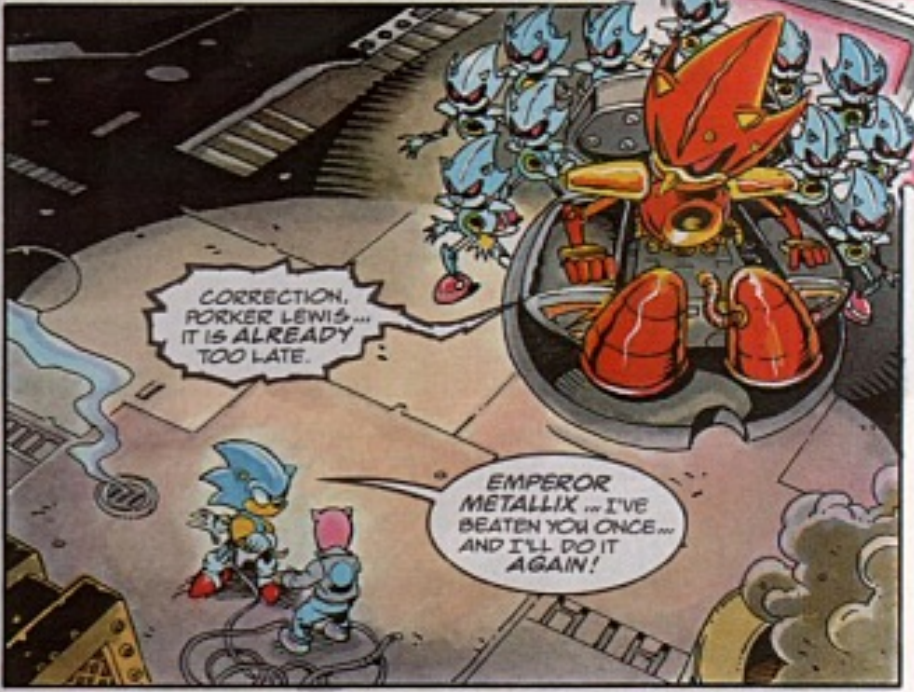






PORKER!
PORKER, ARE
YOU OKAY, OLD
BUDDY?

SONIC...WE'RE
RUNNING OUT OF
TIME...THEY'LL BE
BACK SOON...THEN
IT WILL BE TOO
LATE...



CORRECTION,
PORKER LEWIS...
IT IS ALREADY
TOO LATE.

EMPEROR
METALLIX...I'VE
BEATEN YOU ONCE...
AND I'LL DO IT
AGAIN!



SIMPLETON,
THE BROTHERHOOD
OF METALLIX HAVE
ALREADY WON!

REALLY?HOW
DO YOU FIGURE
THAT?



USING OUR PIRATE
COPY OF THE OMNI-VIEWER*
WE HAVE TRAVELLED INTO THE
PAST OF PLANET MOBIUS...



AND
CHANGED
HISTORY.

REALLY?SO
WHAT HAVE YOU
CHANGED?

* WHICH THEY MADE IN
STC #50 - MEGADROID.



JUST LOOK UP
AT YOUR PRECIOUS
PLANET MOBIUS
AND SEE...

WE'VE
CHANGED
EVERY-
THING!

NEXT ISSUE: PLANET METALLIX!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE

40-70 = NORMALSVILLE
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

PETE SAMPRAS TENNIS '96

Reviewed by Neil Bryant.



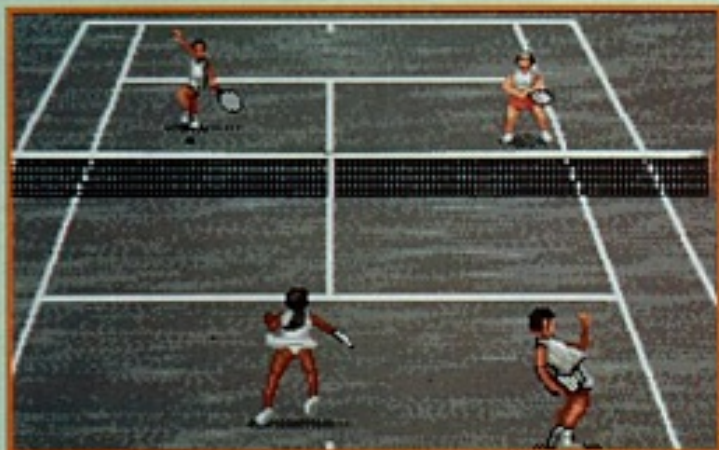
GAME TYPE: SPORT
PLAYERS: 1-4
PUBLISHER: CODEMASTERS
PRICE: £44.99



This finely tuned version of the original *Pete Sampras Tennis* game includes lots of new touches, making it a cut above other 16-bit tennis sims.

Apart from the original play options of a Challenge Match and Tournament, *Pete Sampras Tennis '96* features a new Pro-World Tour spanning over an impressive choice of surfaces and locations. Again the J-cart facility enables up to four players to play simultaneously, or four to eight players in a tournament match. There's a squad of eight players to choose from (including the World's number one player, Sampras of course); each have individual skills, but all are able to perform the new range of moves from jump shots, super serves, running backwards for the ball and even after-play tantrums!

Codemasters have done well to capture a realistic feel to this game by using sample crowd sounds taken from live games. The graphics are top notch and



boast a whopping 5,000 frames of animation.

Gameplay has also been made easier with some special features, including a superb 'after touch' facility allowing power, direction and control each time you hit the ball. You can also change the camera angle continuously throughout the game, allowing you to play towards or away from your opponent.

The only criticism is that anyone who already has the original *Pete Sampras Tennis* may find the '96 version - although improved - too familiar. However, gamers looking to buy their first pro tennis sim should definitely plump for this.

FINAL COUNTDOWN

RAVES

Ace sound and graphics.



GRAPHICS 92

GRAVES

Too familiar for gamers with original game.



SOUND 91

PLAYABILITY 94

OVERALL 90

MICRO MACHINES '96

PRE-RELEASE VERSION

Reviewed by Neil Bryant



GAME TYPE: RACING
PLAYERS: 1-8

PUBLISHER: CODEMASTERS
PRICE: £44.99



The ultimate in novelty racing games, *Micro Machines* and *Micro Machines 2* were wonderfully wacky - however, **Micro Machines '96** is truly awesome!

The new additions to this latest version range from vehicles and race tracks to tournaments and special features.

Codemasters have maintained the high quality graphics and created some new zany settings for racing tracks, including a science lab, a camp-site and gymnasium (imagine driving your micro machine past a towering bunsen burner!).

Racing vehicles are taken into the 21st Century with the likes of solar-powered cars and jets. There's also four new one-player modes,



seven new multi-player tournaments, new characters and a shared controller mode on the J-Cart for four, six and eight players. If that doesn't satisfy your appetite, there's a Construction Kit feature enabling you to create your own track, customise your vehicle and even choose which weather

See over...





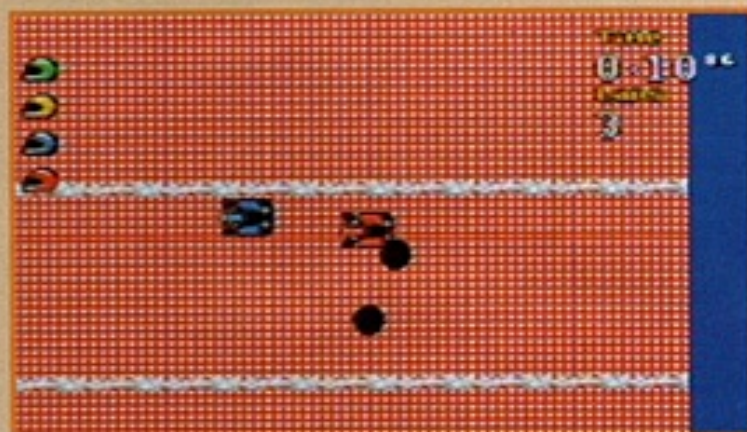
Continued...

conditions to race in.

New gamers to *Micro Machines* may initially find the controls tricky to handle, but with practice you'll soon be racing along with the best of them.

Even though the sound effects and theme music are in keeping with the previous games, try as I might, I couldn't find anything to nit-pick about!

Micro Machines '96 is in a class of its own and is undoubtedly the best value for money game around.



FINAL COUNTDOWN

RAVES
Everything!



GRAPHICS 98

SOUND 97

GRAVES
None!



PLAYABILITY 99

OVERALL 98

THINGS ARE GETTING OUT OF
HAND AT THE MONSTER OF
THE YEAR CEREMONY...

YOU'RE NOT FIT
TO BE IN THE
MAN-MADE MONSTER
CATEGORY!

Decap ATTACK

MONSTER OF
THE YEAR

Part 1

Script & Art:
NIGEL KITCHING

Lettering:
TONI FRANK

SAME
OLD THING
EVERY YEAR!

MONSTER
OF THE
YEAR

FOR BADNESS SAKE, JUST HURRY
UP AND THUMP HIM!

WHY HURRY? WHAT HARM CAN CHUCK
CAUSE WITH HIS ARMS PINNED...

BOP!

I'M GLAD
YOU ASKED...



MONSTERS
LIKE YOU GIVE
US MONSTERS
A BAD NAME!

LOOK,
CREATURES
CREATED BY
GRAVE-ROBBING
MAD SCIENTISTS
ARE SUPPOSED
TO HAVE A BAD
NAME!



HMMMM...
WHAT HAVE WE
HERE?

HEY...
DON'T TOUCH
THAT!



STOP IT!
STOP IT. YOU
MEAN THING!



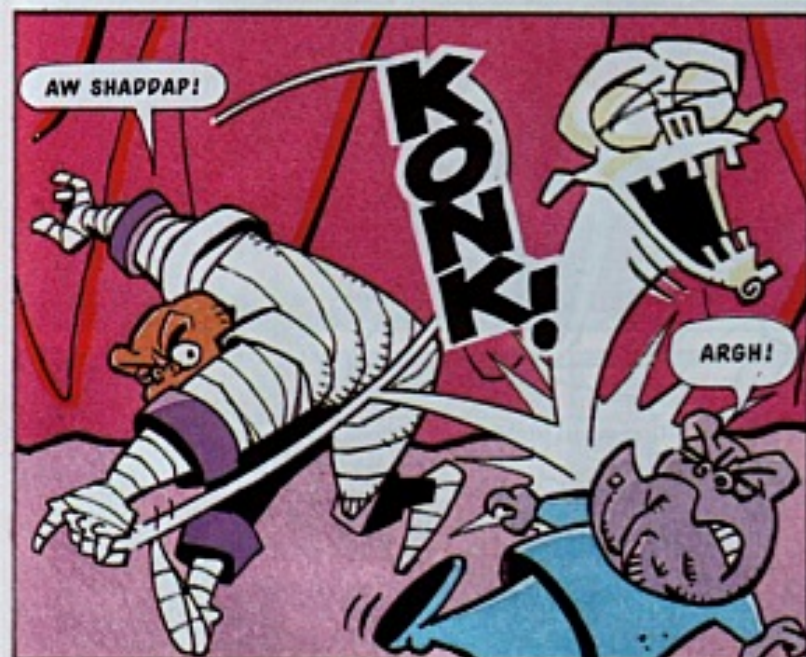
OH NO... I DON'T WANT
TO NOT LIVE WITHOUT
A BODY!

TAKE IT
FROM ME. IT'S
HELL!

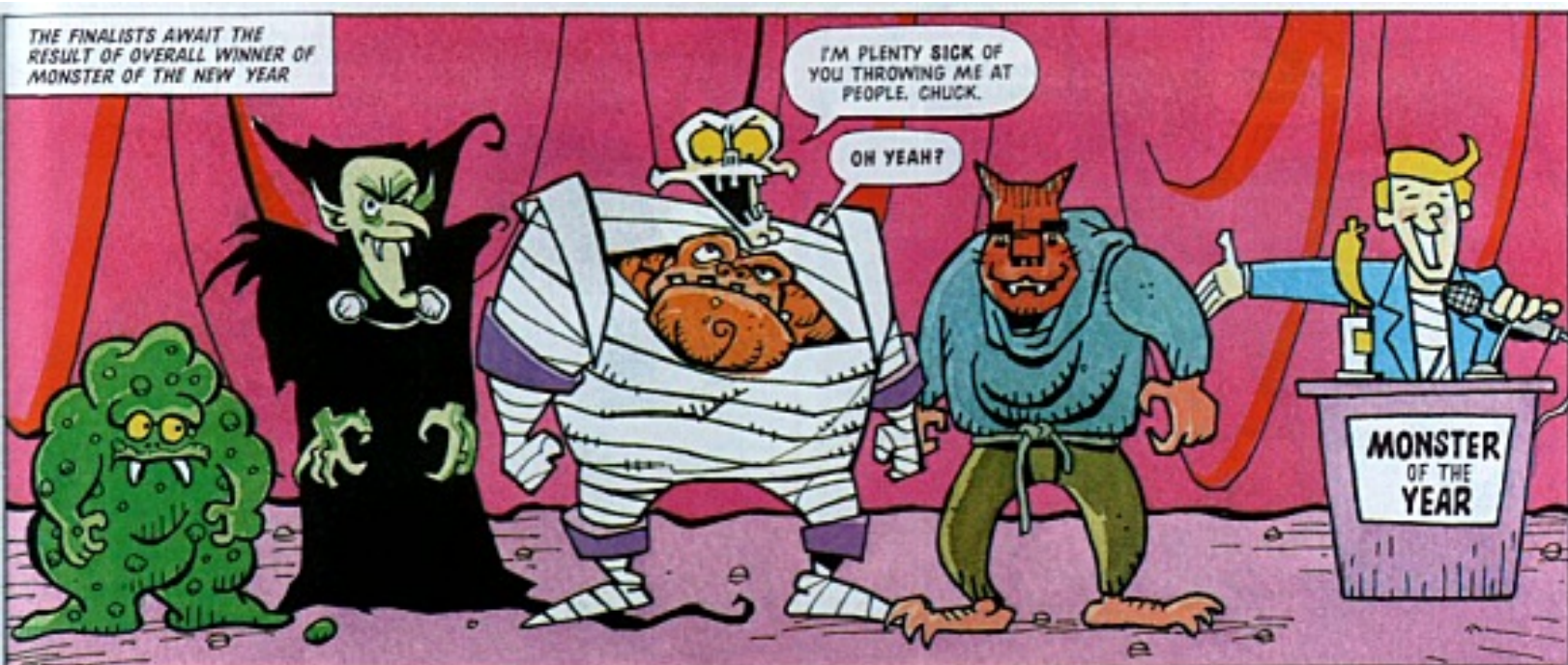


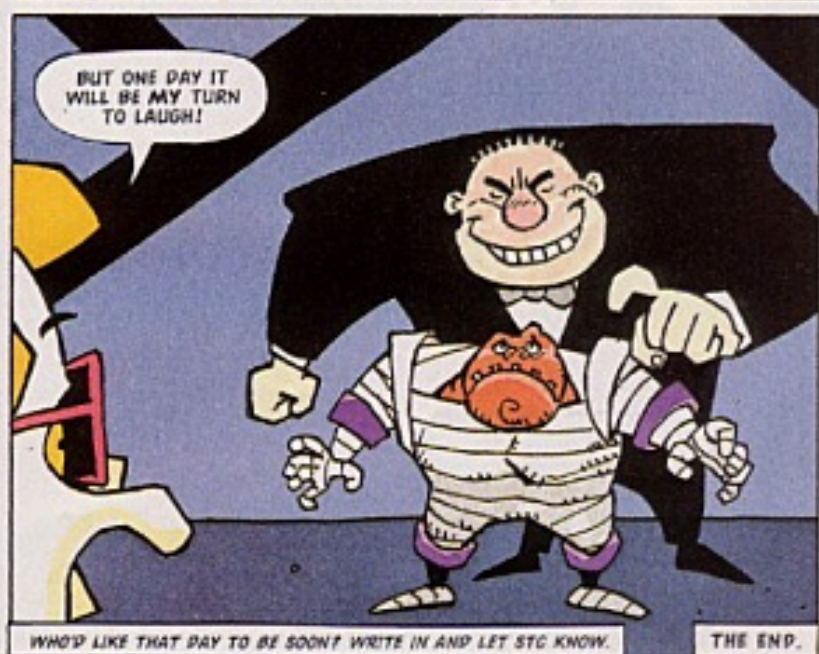
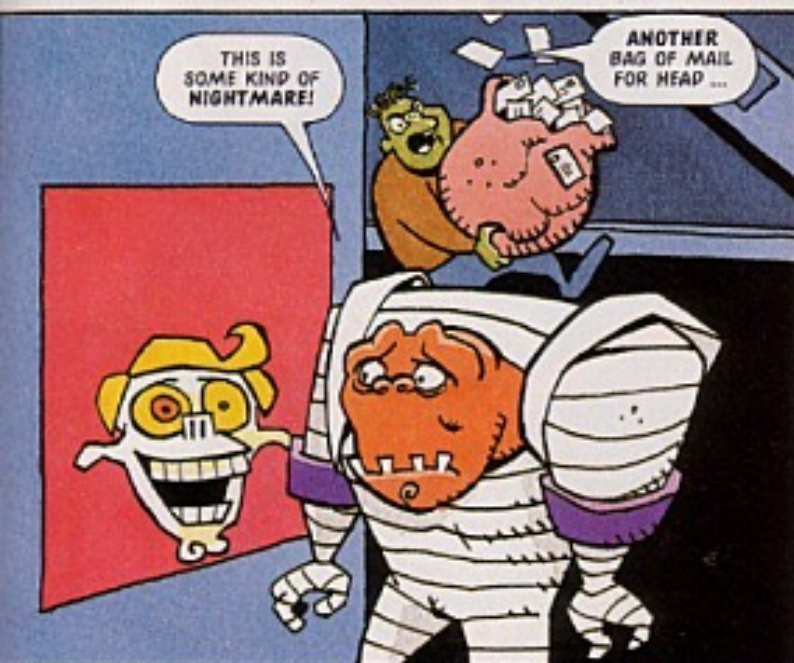
HEH. IGOR, PER FIRST
LAW OV MONSTER
BUILDING IS LEARN HOW
TO SEW PROPERLY!

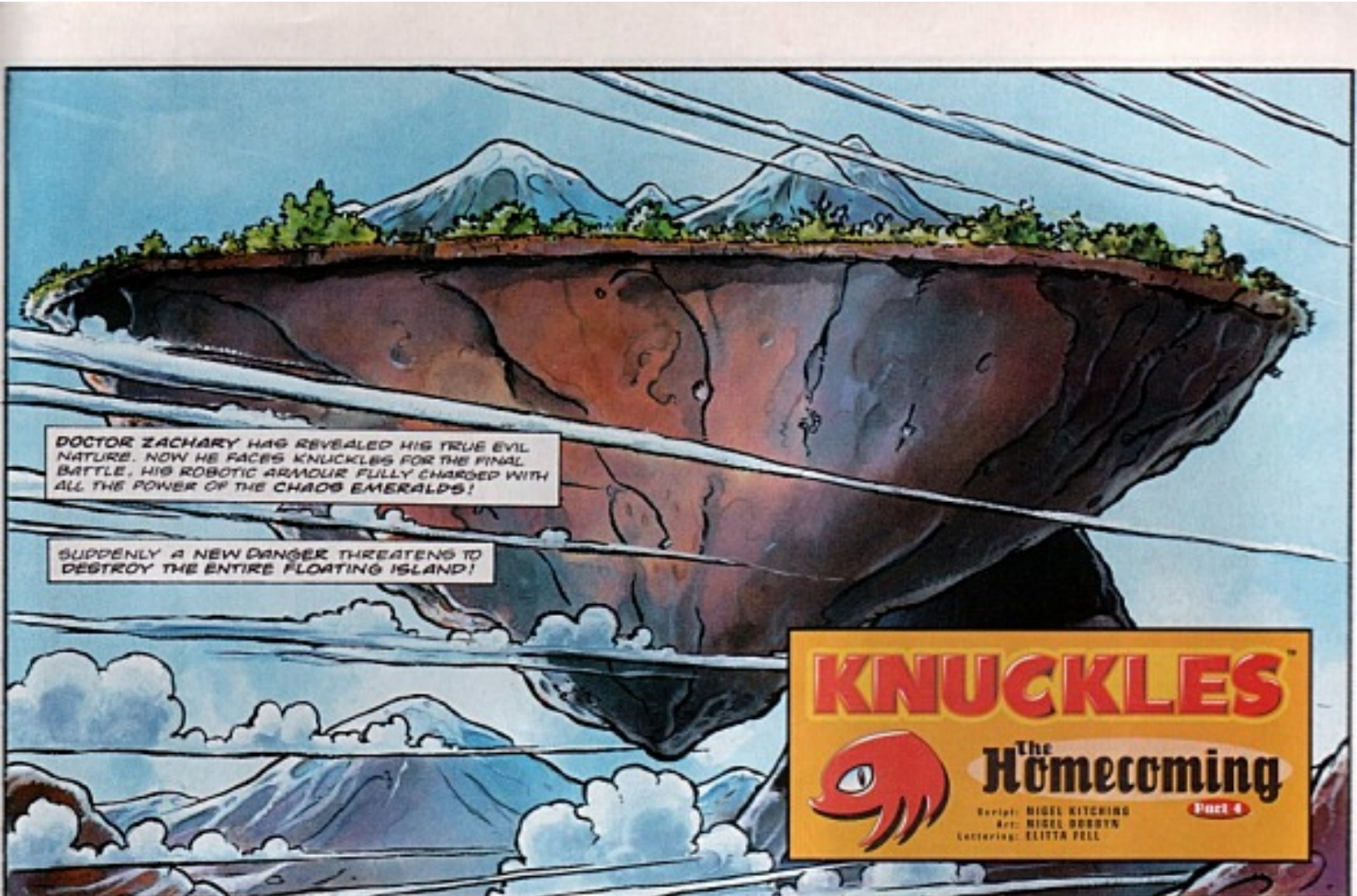
I WISH THEY'D GET ON WITH
THE JUDGING... ONCE CHUCK'S
DISQUALIFIED WE CAN GET
OUT OF HERE!



THE FINALISTS AWAIT THE
RESULT OF OVERALL WINNER OF
MONSTER OF THE NEW YEAR







DOCTOR ZACHARY HAS REVEALED HIS TRUE EVIL NATURE. NOW HE FACES KNUCKLES FOR THE FINAL BATTLE. HIS ROBOTIC ARMOUR FULLY CHARGED WITH ALL THE POWER OF THE CHAOS EMERALDS!

SUPPENLY A NEW DANGER THREATENS TO DESTROY THE ENTIRE FLOATING ISLAND!


KNUCKLES



The Homecoming


Script: NIGEL KITCHING
Art: NIGEL BOOTH
Lettering: ELITTA PELL

Part 4




WE'RE ON A COLLISION COURSE WITH THE MOUNTAINS! NOW THE MASTER EMERALD'S DESTROYED, THE FLOATING ISLAND CAN'T REMAIN IN THE SKY!

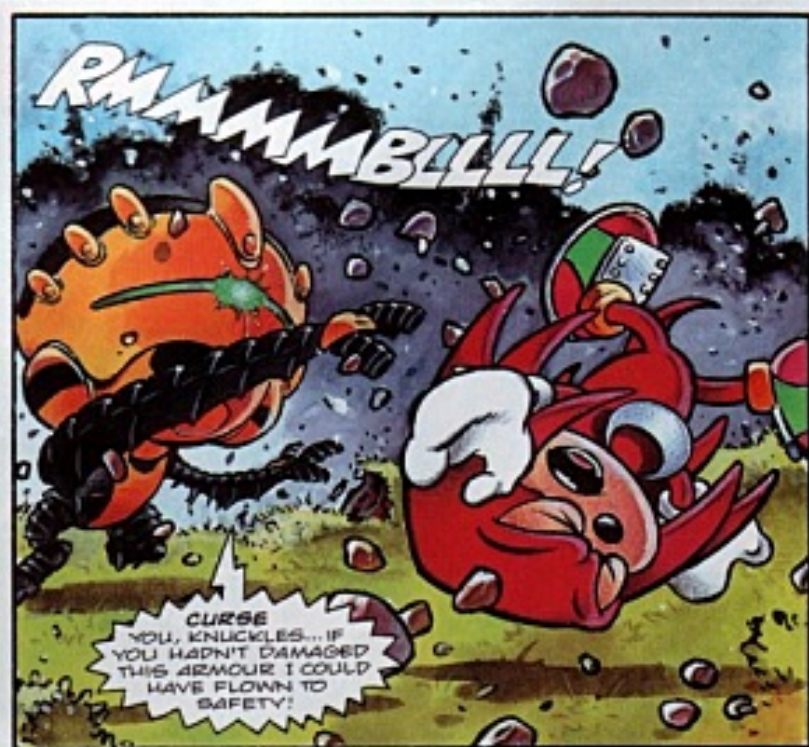
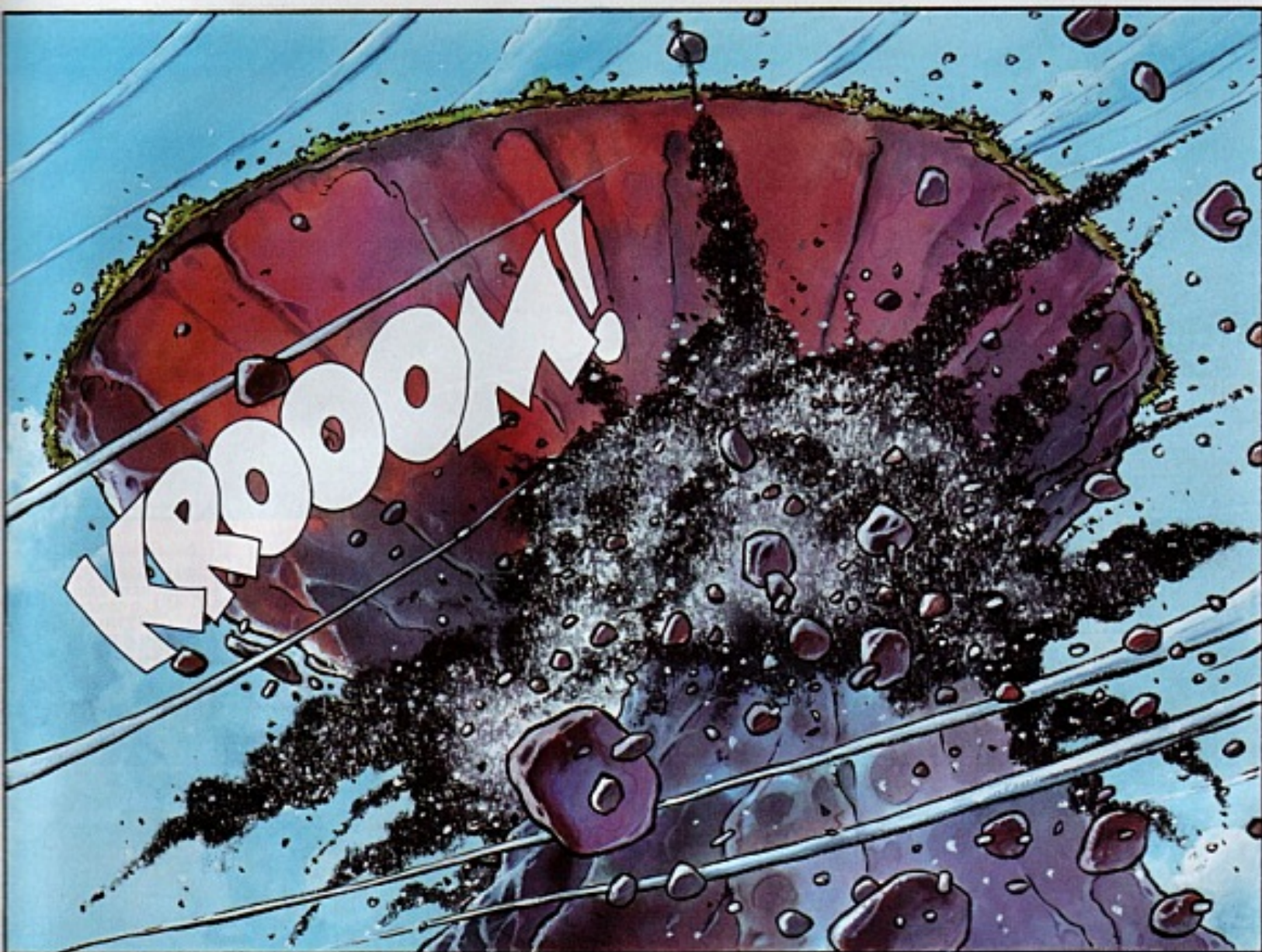
THERE'S NOTHING I CAN DO!



ELSEWHERE ON THE FLOATING ISLAND, THE EMERALD HILL FOLK CONTINUE TO WORK ON THEIR NEW DWELLINGS BLISSFULLY UNAWARE OF THE DISASTER TO COME...



THIS IS IT... BRACE YOURSELF FOR IMPACT!





WH...
WHAT? IT'S
STOPPED!

THE
FLOATING
ISLAND WAS
STOPPED
DEAD!



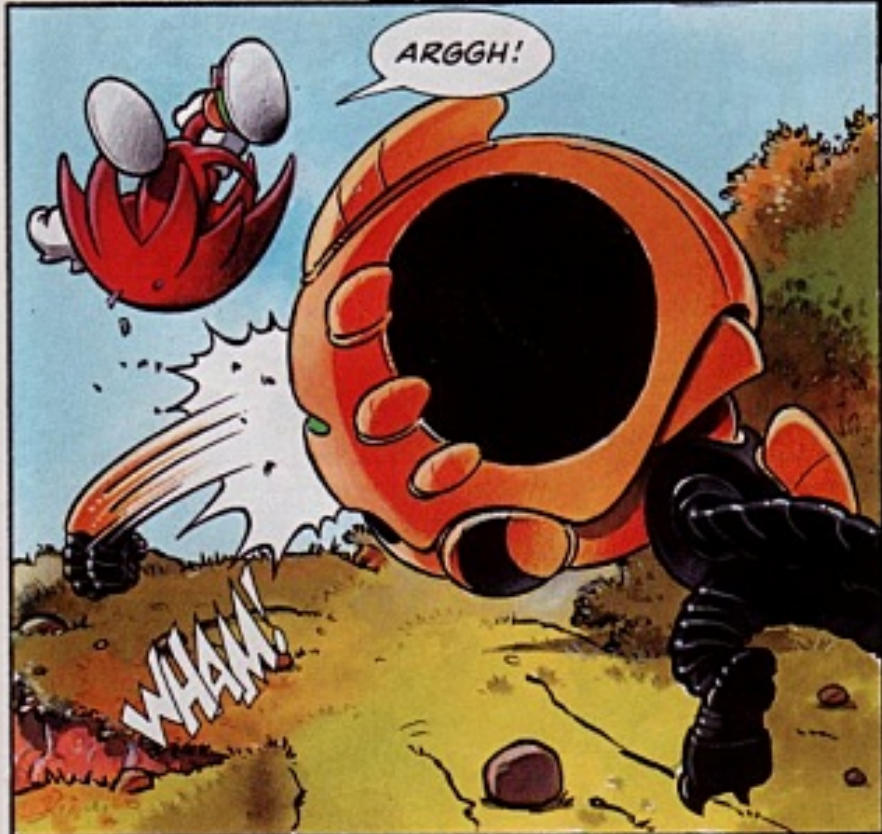
"WE MUST BE STUCK ON TOP OF THE MOUNTAIN...
BUT WE WON'T STAY HERE FOR LONG!"

"AS THE LAST OF THE EMERALD POWER DRAINS
FROM THE ISLAND, IT WILL FALL TO ITS DOOM!"



BY
KEEPING ME HERE
YOU HAVE SENTENCED
ME TO DEATH,
KNUCKLES!

BUT
BEFORE I DIE
I SHALL HAVE THE
PLEASURE OF
DESTROYING
YOU!



ARGGH!



ZACHARY,
YOU ARE REALLY
STARTING TO GET ON
MY NERVES, YOU
KNOW THAT?



MINUTES LATER,
BACK IN THE
EMERALD CHAMBER.

IF THIS
DOESN'T WORK,
IT'S ALL OVER!

WELL, HERE
GOES...

IT... IT'S
WORKING! THE
ROBOT'S HEAD IS
ACTING THE SAME
WAY AS THE MASTER
EMERALD... I CAN FEEL
THE FLOATING
ISLAND STARTING
TO MOVE!

WE'RE
LIFTING CLEAR
OF THE MOUNTAIN!
THE FLOATING
ISLAND IS
SAVED!

WHEW!
THAT WAS WAY TOO
CLOSE... AND I BLAME
MYSELF!

I WAS SO
EXCITED AT MEETING
ONE OF MY OWN RACE
THAT I NEVER GUESSED
ZACHARY MIGHT
BE EVIL!

ONE DAY
MY PEOPLE WILL
RETURN AND I'LL BE
HERE WAITING FOR
THEM!

BUT NEXT
TIME I'M GOING
TO BE ASKING
A FEW MORE
QUESTIONS!

The
End

NEXT ISSUE: A BRAND NEW KNUCKLES ADVENTURE!

JOB SWORTH

GRAPHIC ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.
BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF **CRAYOLA PENS**.



Suited & booted!

Ian Wood,
Ayr, Scotland.
MD owner.
Crayola Overwriter
Pack Winner.



Hedgehog to go!

Boomer Brookes,
Worksop, Notts.
Crayola Overwriter
Pack Winner.



Look what's cooking!

James Day,
Ilfracombe,
N Devon.
Crayola Overwriter
Pack Winner.



Doctor Tails!

Larisa Dennis,
Chelsea, London.
Crayola
Overwriter Pack
Winner.

Private Hedgehog!



Stephen Pembroke,
Gillingham, Kent.
MD owner.
Crayola Overwriter
Pack Winner.

Knuckles turns gameshow host!



Simon Jenkins,
Bristol.
Crayola
Overwriter
Pack
Winner.

"May I recommend the Chili dog!"



Christopher Reynolds,
Kingswinford, W Midlands.
Crayola Overwriter
Pack Winner.

Where's the fire!



Jennifer Gittins,
Warrington, Cheshire.
Crayola Overwriter
Pack Winner.

To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the

comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

**EACH ARTIST-HUME
WHO GETS THEIR
HANDYWORK PRINTED
IN STC WILL RECEIVE
A PACK OF CRAYOLA
OVERWRITER COLOUR
FIBRE-TIPPED PENS.**



COMPLETE
STORY

AMY

in
SNOW BUSINESS

Script:
LEW STRINGER
Art:
CARL FLINT
Coloring:
ELITTA FELL
Lettering:
TOM FRANK

IT'S NEARLY NEW YEAR AND EVEN FREEDOM FIGHTERS HAVE TO TAKE A BREAK. KNUCKLES HAS ALLOWED SONIC, AMY AND JOHNNY TO SPEND A DAY IN THE ICE CAP ZONE ON HIS FLOATING ISLAND.

YERRK!

GOT CHA,
JOHNNY!

HAH! I'M
WAY TOO COOL
TO BE HIT BY A SLOPPY
SNOWBALL!

HOW
ABOUT A QUICK
SMOOCH UNDER THE
MISTLETOE
THEN?

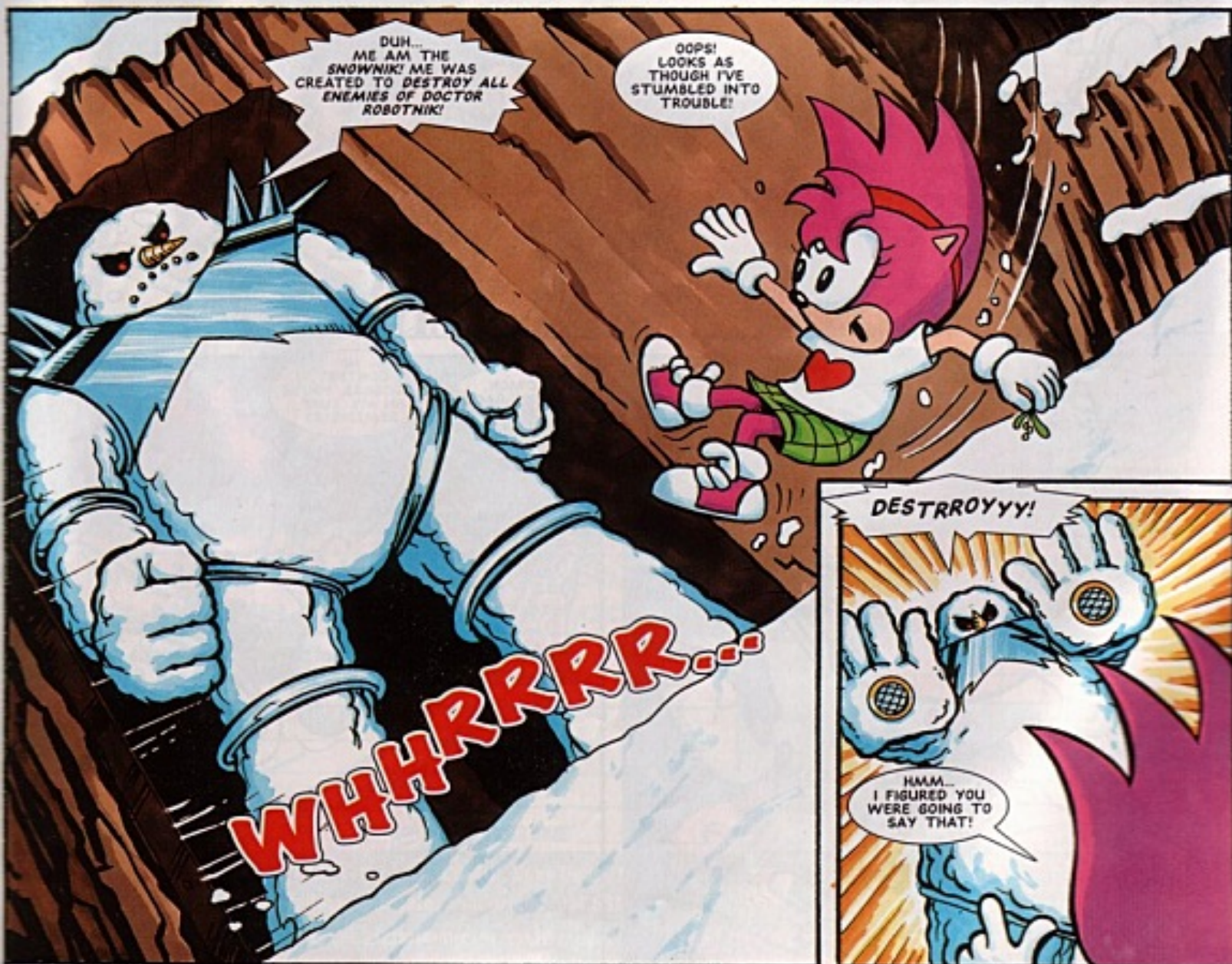
GET REAL,
AMY! YOU'VE TRIED
TO CATCH ME UNDER
THAT SINCE THE HOLIDAYS
BEGAN! CHRISTMAS IS
OVER... TRY AGAIN
NEXT YEAR!

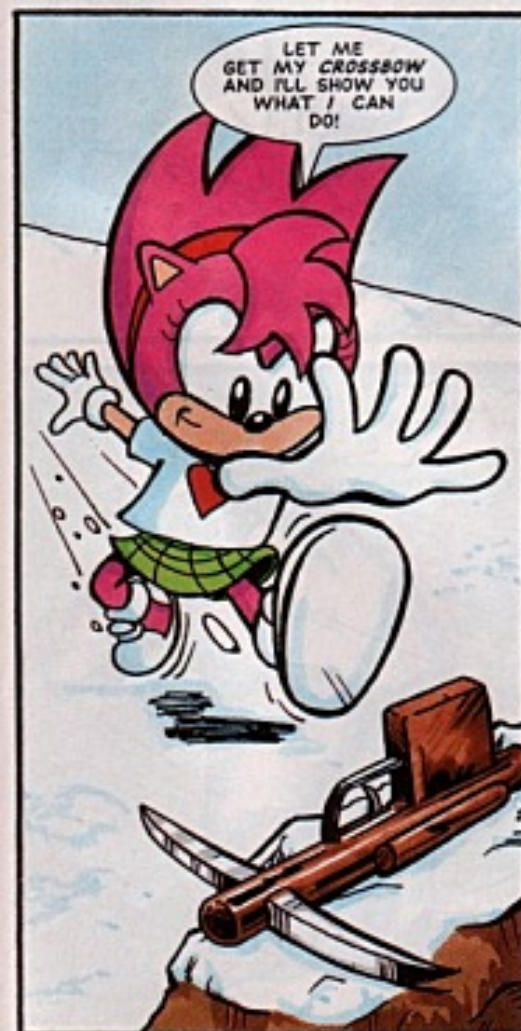
C'MON,
GUYS! RACE
YOU TO THE
EDGE OF THE
ZONE!

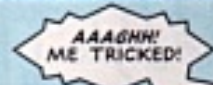
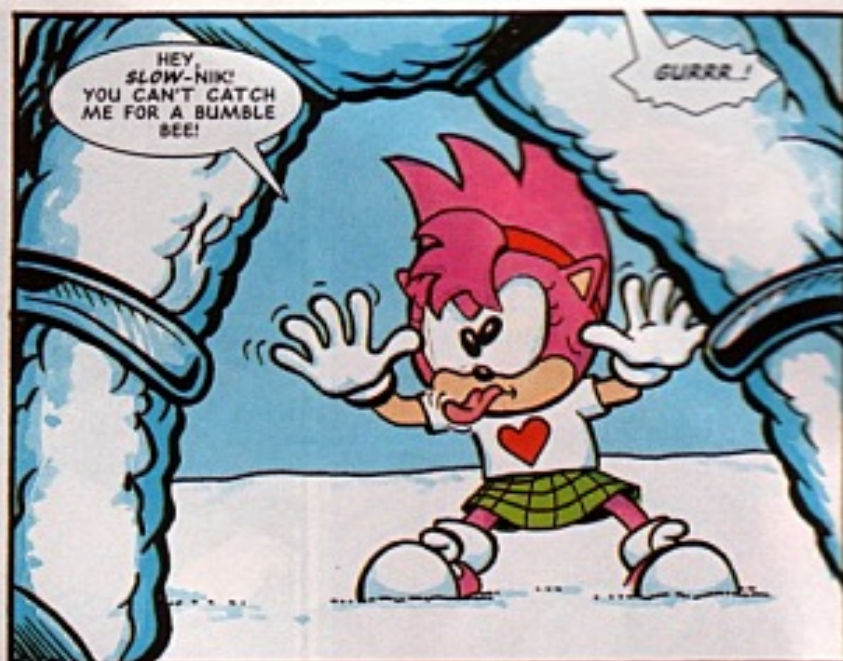
NO
CONTEST,
HEDGEHOG. YOU'RE
ON MY TURF.
REMEMBER?

HEY!
WAIT -
YIKES!

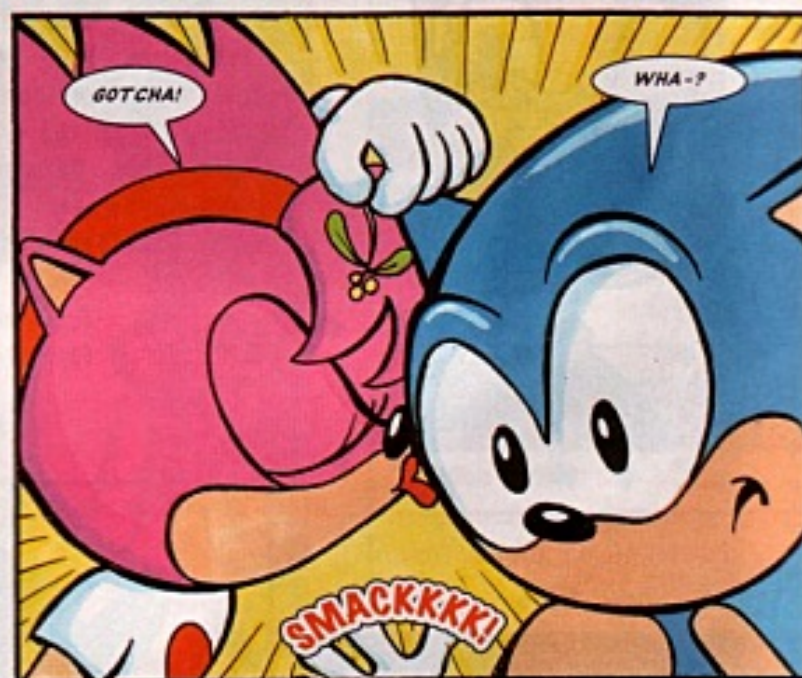
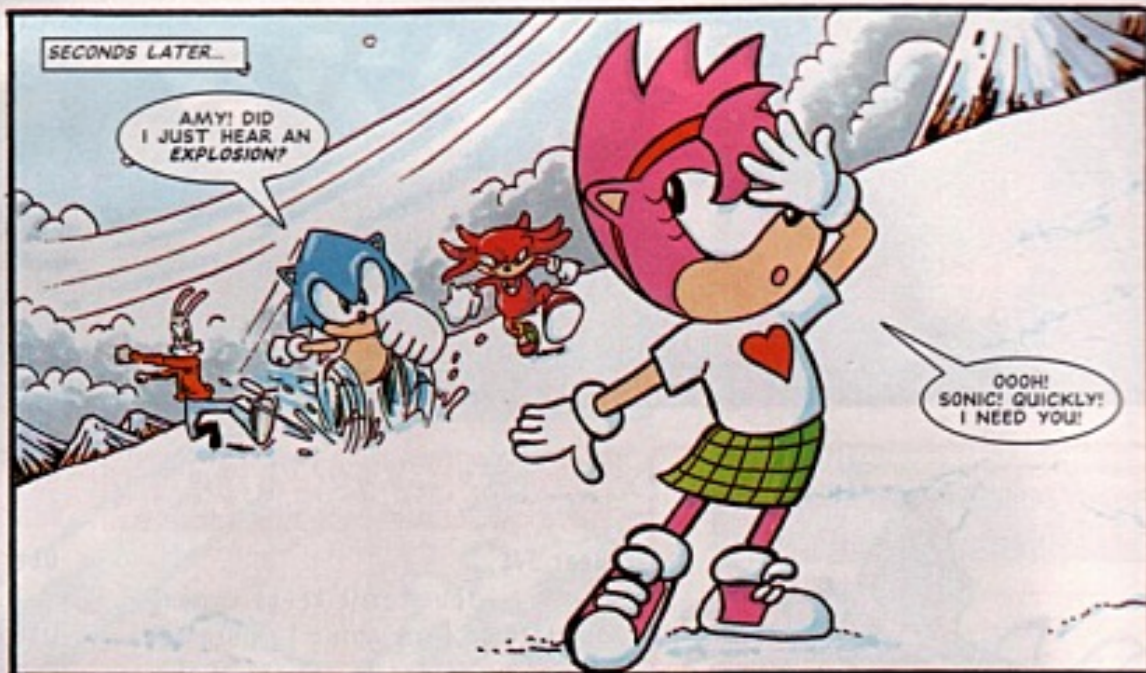
FEWOOOSH!







SHHOOMM!



The End - FOR NOW!



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

The party season
gets to Tails!



Name not given. Arundel West, Sussex.
Sonic Stationery Winner.



Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal)
address if you want to win a prize!

RUBBER LOVE!

Dear STC,

I loved the Sonic rubber which came free with issue 63. I saved it for a big test last November and couldn't have managed without it.

Anthony Smyth, Co. Armagh,
N. Ireland.

Sonic Stationery Winner.



Glad it came in handy,
Anthony.

MEGA MAD!

Dear STC,

Your comic keeps coming out late so I am going to burn each one of my issues to get rid of the evil! Don't give me one of your stupid comments, 'Megawimp' and don't even consider giving me a prize as I am too mad!

Chris Yates, Darwen, Nr Blackburn.
MD & GG owner.
Sonic Stationery Winner.



I think I agree with that
last comment, Chris!

Oaky Kokey Sonic!



Mina Robb, Cumbernauld, Scotland.
MD user.
Sonic Stationery Winner.

UP THE WALL!

Dear Megadroid,

I share a bedroom with my little brother, which can drive us bonkers sometimes. This is mainly because we fight over which side of our room the posters should go on! I think I've been fair to suggest that my side of the room be filled first - then we can start on his side. What do you think?

Caroline Latham (& room 'mate'),
Blackpool. MD Owner.
Sonic Stationery Winners.



I think bunk beds could
be the answer!

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Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.



The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.

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BONE OF CONTENTION ...

NEW
KNUCKLES
STORY



NEW
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ISSUE

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TICK:-

GG ☐ MCD ☐ MD ☐

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SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.

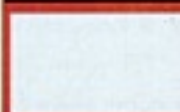
THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 68



%



Post to: Data Strip/Sonic The Comic,
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